```
ngl::Node
# m parent
# m children
# m drawables
# m localMat
# m globalMat
+ Node()
+ ~Node()
+ Render()
+ UpdateGlobalMatrices()
+ GetParent()
+ SetParent()
+ AddChild()
+ RemoveChild()
+ RemoveChildren()
+ GetChildrenCount()
and 16 more...
      ngl::Skybox
    + Skybox()
    + ~Skybox()
    + SetMaterial()
    + GetMaterial()
    + GetMaterial()
    + SetShader()
    + GetShader()
    + GetShader()
    + GetDrawable()
```